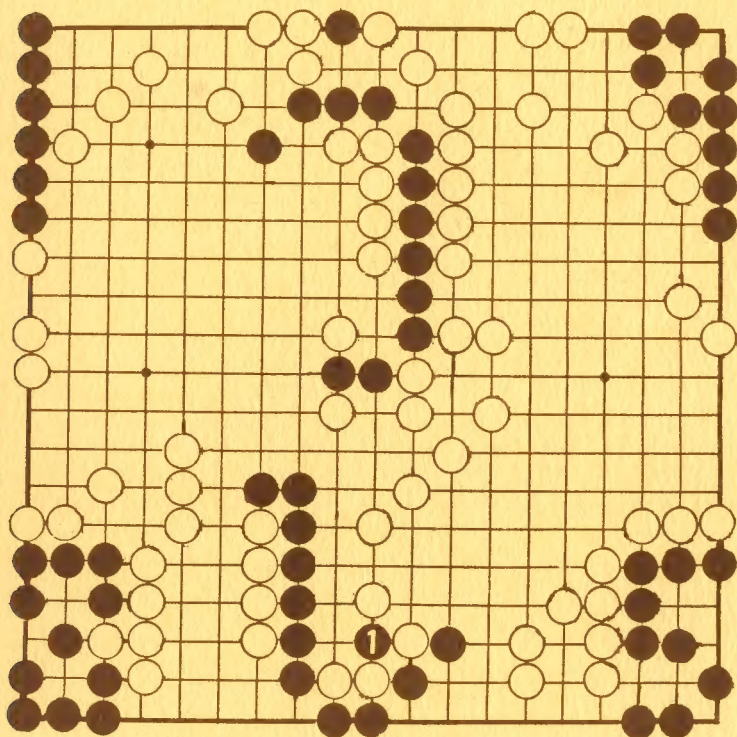


THE AMERICAN GO JOURNAL

Volume 19, No. 1

February 1985

Can Black Get a Ladder at 1?



HAPPY 1985 FROM NAKAYAMA NORIYUKI!

INSIDE:

Nakayama in Italy, Scotland, and the U.S.

NEMESIS: A Program That Really Plays

1984 U.S. Championships

Keshi & Uchikomi: Part II (Invasion) Begins



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GO

An ancient board game which takes simple elements: line and circle, black and white, stone and wood, combines them with simple rules and generates subtleties which have enthralled players for millenia. Go's appeal does not rest solely on its oriental, metaphysical elegance, but on practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. The game is enjoyably played over a wide spectrum of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping brings many more players "into range" for an equal contest. Draws are rare and a game of Go retains a fluidity and dynamism far longer than comparable games. An early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure to turn a clear lead into a victory--only continued good play. Go thinking seems more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the stones, a "sense" of shape, a gestalt perception of the game.

Beyond being merely a game, Go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

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American GO Association

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The AGA is the national organization of US go players, cooperating with similar national organizations around the world. The AGA:

- Publishes the American Go Journal and Newsletter
- Sanctions and promotes AGA-rated tournaments
- Organizes the US Championships
- Distributes an annual club list and membership list
- Maintains a computerized numerical rating system
- Schedules and organizes tours of professional players
- Works to develop a strong national network of clubs
- Promotes go and develops project to strengthen the US go-playing community.

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(Please include club information requested below)

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PLAYER INFORMATION: Strength _____ Who told you about the AGA/AGJ? _____
 Where did you learn Go? _____ Occupation? _____
 Are you interested in tournament play? _____ Citizenship? _____
 To what other Go clubs or associations do you belong? _____

CLUB INFORMATION: Let us know about your Go Club or Go Group so we can publicize it and contact it. Use the back of this form (or separate page) to give us:

1. Club name; 2. Meeting place; 3. Meeting time(s); 4. Number of members;
5. Name, address, and phone # of club organizer(s)/contact person(s) - tell us who should be on the AGA List of Contacts; 6. Details of tournaments and events planned. 7. If possible, a list of members with ranks and addresses.

Please also include any comments, additional facts, offers of help, requests for information, etc.

GO NEWS

MATSUSHITA ENDOWS EDUCATION FUND

The Matsushita Electric Corp. of America has set aside \$10 million to establish a foundation to promote education in the US. They hope the funds will be used to improve education in language instruction and leadership training, and for an exchange program for Japanese and American artists, scholars, labor and business leaders.

Since tax laws require such foundations to pay out at least 5% annually, it is likely that Matsushita will be giving away at least \$500,000 each year, probably mostly as grants to improve secondary and university curricula and for educational research.

We know that there are several of you out there teaching go in the public schools. We'd love to hear from you, especially if you might be interested in helping to draft a proposal.

AGA WORKS WITH COMPUTER NETWORK

The AGA is negotiating with Playnet, Inc., of Troy, NY, to develop a way to play long-distance go by computer. Playnet already has such programs for many games; the fee for members is \$2/player/hour.

Roger White, who is handling the negotiations for the AGA, hopes it will be possible to begin playing in a few months.

Meanwhile, Terry McIntyre keeps struggling with the inter-city program he brought to the Easterns (p. 9). The AGA also intends to have a freestanding program to offer its members in the future - watch here for further news.

Perhaps the most exciting development in the computer field is Bruce Wilcox's NEMESIS: THE GO MASTER, which played in the Eastern Championships this year. Don't miss Tracy Wall's review of the program on p. 5, and next issue Bruce himself will analyze one of NEMESIS' games.

players

JANICE KIM WINS AGAIN!

Last issue, we reported that Janice Kim had returned to Korea to pursue her go studies. She is still there, and still attracting attention. Her father, K.C. Kim of New Mexico, reports that she recently won an all-women's tournament there.

Janice's teacher has expressed interest in coming to America, to promote go and learn about the American go scene. Several clubs have expressed interest in hosting him. You can do so by writing to Roy Laird, 135 Prospect Park West #63B, Brooklyn, NY 11215

REDMOND & KOBAYASHI ATTEND US TOURNAMENT

The New Otani Hotel in Los Angeles was the site of an International Friendship Tournament organized by Joe Walters, Les Lanphear, Ray Tayek, Richard Dolen and the So. Cal. AGA Council. The event was highlighted by the presence of pros Kobayashi Chizu, 5 dan, and Michael Redmond, 4 dan.

This was Michael's first playing appearance in the US since he enrolled as an insei in 1977. His visit was the subject of a major story in the LA Times, and several thousand people became acquainted with go as they passed through the nearby exposition on Japanese Culture. A similar tournament is planned for next year.

places

THE 1984 CANADIAN OPEN

Bob Rusher of Cape Cod, the only U.S. player to participate in the 1984 Canadian Championships reports:

At this year's Canadian National Championships, a 15 kyu beat Cho! It goes without saying that this Mr. Cho, like your reporter, was a fellow 15 kyu. Despite this victory I did manage to win the consolation prize and the lofty title of "Novice Champion" - really a very nice trophy. My heartfelt thanks to the Canadians for their wonderful hospitality.

The tournament site was impressive. Edmonton sits on the prairie, its sole scenic feature the river that cuts diagonally through it. But the Convention Centre where the tournament was held is on the high slope of the river gorge. Three escalators that must total 150 feet in length get one from the street level to the main concourse below and almost two full acres of floor space divisible into as many as 20 areas.

Saturday night there was an extravagant Chinese banquet attended by the Japanese Consul General for Alberta and a pro from the Nihon Kiin.

Oh, and just by the way, at the other end of the tournament the winner was June Ki Beck of Toronto.

Tournaments & Events

DATE	EVENT	CONTACT
April 7	San Francisco G.C. Monthly SFGC	SFGC (415) 563-9737
April 21	Massachusetts Open Mass. Go Assn Clubhouse	Don Wiener (617) 734-6316
April 27	NoVa Cherry Blossom Festival Arlington, Virginia	Ken Koester (703) 237-8378
May 4/5	Seattle Cherry Blossom Tourn.	Chris Kirschner (206) 323-8758
May 18/19	Quebec Open	Tibor Bogнар (514) 387-1647
May 18	Ann Arbor Spring Tournament	Dave Relson (313) 995-3636
May 25/26	12th Baltimore Open Catonsville, Maryland	Warren Litt (301) 922-9405
May 25/26	Portland Open Japanese Gardens	Peter Freedman (503) 281-9200
May 26	3rd Annual Mid-Western Champshp Overland Park, Kansas	Phil Kauffman (913) 432-9785
July 14	Cleveland Summer Tournament Solon, Ohio	Roger White (206) 248-8433
August 10-18	First U.S. Go Congress Westminster, Maryland	Haskell Small (202) 244-4764

NEMESIS Is Here!

FINALLY! A COMPUTER PROGRAM THAT REALLY PLAYS.

by Tracy Wall

Ever since the chess master Edward Lasker introduced go to the American public in the 1910's it has grown in popularity, but at quite a slow rate. Presently there less than 1000 active AGA members. Many beginners are overwhelmed by the sheer size of the board, the lack of other beginning players, the impression that a game must take a long time to play and other difficulties, such as knowing when the game has ended. And unless one lives in a major city, there is little chance of encountering someone who has even a passing knowledge of the game.

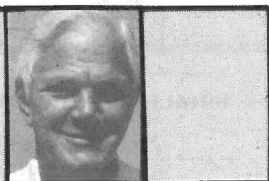
Now anyone having access to an IBM PC and Bruce Wilcox's program NEMESIS; THE GO MASTER can learn and play go. NEMESIS is quite suitably designed for the task of popularizing the game. NEMESIS plays at a variety of strengths (20, 25, 30, 35 kyu), teaches the game through tutorial techniques, gives and takes handicaps, saves games for recall, plays on any size board from 9x9 to 19x19, and has an on-line "help" file to provide assistance. As a piece of software, NEMESIS is first class: its control structure is easy to understand and use, and its interface is extremely consistent. Included with the program is a user's guide which is clearly written and designed so that any novice to go or computers can use it immediately. In addition, many especially interesting features are included. Finally, the rule-based inference system that NEMESIS uses to select moves is extremely fast. With NEMESIS there is no waiting for moves (though it does have a tendency to slow down toward the endgame). After making each move, NEMESIS beeps to signal its opponent to play.

NEMESIS runs on an IBM PC with DOS 1.1 or higher and requires 192K bytes of RAM. NEMESIS also runs on VAX/VMS and SUN work stations. The program has three menus: the main menu, the parameter menu and the game menu. The game menu enables the user to PLAY a game, SAVE it in memory, REPLAY it later, CONTINUE a game that had been stopped partway through, DEMONstrate by having the program play against itself, and INITIALize, which places the current game parameter settings into a disc file. The parameter menu is used to change such parameters as board size, handicap, color, playing strength of the program, sound, name and komi. The TOURNAMENT command tells NEMESIS not to announce atari, not to resign, and not to display its ongoing estimate of the score (a feature which gives a player, especially a beginner, a feeling for how well the game is going). At any time one can get help by typing the "?" key, to which NEMESIS will respond by offering suggestions. ESC enables you to stop whatever you are doing.

The game menu is used to select moves or make requests. During a game, NEMESIS will display the handicap, prisoner count, an estimate of the score, the last move, gameboard information, and say whose turn it is. You can SAVE the game, PASS, ask for a HINT (NEMESIS will suggest a move), UNMOVE or reconsider your last move, and ALTER the parameters. All parameter information is SAVED with the game, and you can generate a hardcopy printout if you so desire. NEMESIS can even be used as a game diary, to record games against human opponents.

All A-Board!

Roger White



POSTAL GO: MORE THAN JUST THE GAME

Every once in a while I get an inquiry about playing go by mail. What surprises me is that they don't come more frequently. Many people play chess and other games by mail, and postal go can be surprisingly stimulating and enjoyable, especially between separated friends.

I suppose many people just don't think about playing by mail because of the large number of moves involved in a game. Such thinking misses the point. Yes, a complete game may take a year or two. So what? There is no intent here to try and get it over with as quickly as possible. At present I am playing by mail with three people, each with three or four games going back and forth every few weeks or so, and I find that my partners feel the same way. In fact, it is at their urging that I write this piece.

Postal go is a delightful way to keep in touch without having to sit down and write a long letter (and usually an equally long apology for why you haven't written sooner). Even though we have a fine flourishing club here in Cleveland, with two meetings a week and a full range of players, I find a great deal of pleasure in my postal pal games. We don't try to organize any lengthy conversation in the letters we enclose with our latest moves, just a short note about something interesting in our lives at that moment. It is always exciting to see one of these envelopes in my mail and wonder what my opponent did with my last earthshaking moves.

My partners and I generally minimize the problem raised by the need to play so many moves per game by starting out with exchanges of three moves at a time. There is an understanding that these moves are to be made in relatively unrelated areas of the board. Surprisingly, this does not seem to distort the game much. However, we have another rule that either player may at any time veto his partner's last two moves if he feels their combined effect is unfair. (Each move is numbered, so the highest is the first to come off.) Interestingly, this rule is rarely invoked. We also have an understanding that either player may request a reduction to two or one move at a time as the game progresses. Usually the first reduction is found desirable between moves 100 and 150.

The most likely time to start such an activity is when someone you've enjoyed playing with moves out of town (or you do), or when an old go buddy comes to mind, maybe the person who got you started, and you wonder what he/she's up to now.

The mechanics of postal go are easy. Use any convenient standard game recording sheet. Mark your plays with circles, black and red. Have some little adhesive paper circular labels (from any stationery or art supply store) to stick on your board over any captures. Then note the play number elsewhere on your recording sheet for later counting.

Try it. You'll love it.

Talking Stones

Peter Shotwell



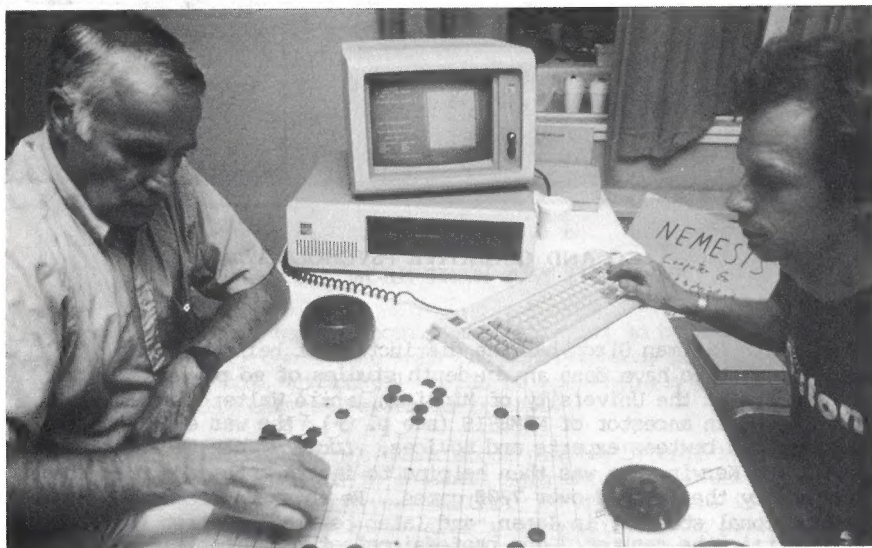
GO AND COGNITIVE PSYCHOLOGY

Dr. Judith Rietman Olson has the distinction of being the only psychologist to have done an in-depth studies of go players. In the mid-1970's at the University of Michigan, while Walter Rietman was developing an ancestor of NEMESIS (see p. 5), she was exploring the differences between experts and novices. Luckily, one of her students was James Kerwin, who was then helping to instruct the computer program and had by then played over 7000 games. He about to become an insei, or professional student, in Japan, and later became the first American to ever attain the rank of 1-dan professional at the Nihon Ki-in. Another subject was Bruce Wilcox, programmer for the project, who had by that time played 50 games and was studying assiduously. He has since attained the rank of American 5-dan and is the designer of NEMESIS: THE GO MASTER.

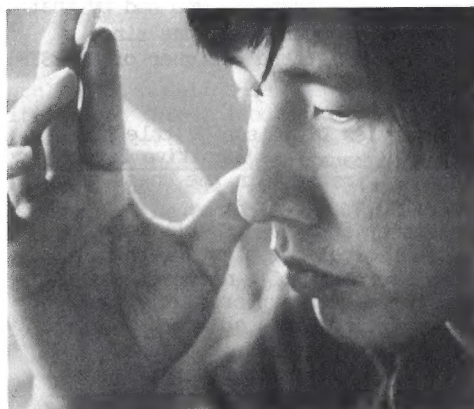
I recently had the opportunity to interview Dr. Olson by telephone, after reading her research papers in the magazine Cognitive Psychology. She told me that work of this nature originated with the chess player studies of DeGroot, Chase and Simon, Charness, and others. They discovered that chess experts differ from non-experts more in memory and perceptual ability than in logical, problem-solving abilities. For example, the breadth and depth of a master's search is the same as a beginner's. However, the master explores only the good moves while the novice spends time exploring some bad moves. Similarly, the ability to recall non-meaningful board patterns is the same for both; however, when they are asked to recall meaningful real game patterns, the expert is nearly twice as good as the beginner.

The question then arose: what does the skilled player see and remember? Without superior mental capacity or retention of detail, the expert's recall-superiority suggests that he or she perceives and recalls familiar subpatterns of information. These subpatterns are referred to as "chunks". Tests showed that when copying a game position onto an empty board, the chessmaster would glance at the game, put down several pieces, glance back at the stimulus pattern and then put down more pieces. These sets of pieces were recognized as discrete units and correlated with a later analysis by the master of what constituted the meaningful patterns in the position. So the psychologists were able to identify the chess master's "chunks" by his behavior - his pauses, glances and placement of pieces. The experts' "chunks" were found to be larger and hierarchically organized (or "nested"), one "chunk" serving to recall two or more smaller "chunks".

Describing her own studies, Dr. Rietman said: "we found that some features were the same between go and chess players, but the difference was that there was only a fuzzy correlation between 'chunks' and pauses



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The 1984 U.S. Championships

EASTERNS

by Peter Shotwell

The sun shone brightly in more ways than one on this year's Eastern Championships. Organized by Terry Benson and Masao Takabe (with numerous helpers and sponsors, it was played under clear skies on the rooftop garden of the Gramercy Park Hotel, a far cry from the dark formality of the former site, the Hotel Lexington. It produced a new Eastern Champion (Joong Ki Kim) and a contender to represent the US in the 1985 World Amateur Championships (Young Kwon). In addition two important computer-related developments were on display. Terry McIntyre of Cleveland demonstrated a program he is developing that will enable players to play by telephone through a modem; and Bruce Wilcox presented NEMESIS: THE GO MASTER, the strongest go-playing program in the world, which played for the first time in a tournament against human opponents. (See next issue for his report of the results.)

Mr. Kim, from Philadelphia, fought an uphill battle for the title after a third-round loss to Ron Snyder of New York. In the fourth round, former Eastern champion Jong Moon Lee stopped Ron Snyder, also a former champion, but then Mr. Lee's 4-0 record was spoiled by Takao Matsuda, who has won the Eastern Championship over a dozen times. Zhi Li Peng,

cont'd on pg. 27

WESTERNS

by Joe Walters & Les Lanphear

The 1984 Western Go Championships were held on the UCLA Campus this past Labor Day, as they were two years ago. This year the tournament was a big success, drawing 72 players, more than ever before. Of those, 27 were either 5 or 6 dan players. However, there was a full range to 10 k.

Players attended from as far away as Seattle and Houston, according to tournament director Joe Walters. He reports that the tournament's great success would not have been possible without the cooperation of all the Go clubs in the area and the many people who volunteered their time and effort to bring it off. He could not possibly thank everyone but is especially grateful to Richard Dolen, David Doves, Bob Terry, Phillippe Varda, Takako Tsubaki, Les Lanphear, and Cha Min Su (Jimmy).

Because the field was so thick in the upper sections, numerous prizes were awarded there. Mr. Sang Moh Suh prevailed as the Western Champion, and has subsequently beaten Mr. Kim to become the 1984 US Champion. In addition, first through fourth place in the 6-dan section were awarded to Chun Yan Hwang, Zhong Tai Yan, Mo Suk Yi and Tom Tu. Among the 4-5 dans, second place was awarded to Ha Kee Sang (Mr. Suh, the Western Champion, played as 5-dan and won first place in this section too.) Third place went to Janice Kim, who became the highest placed Caucasian player as she was in Taiwan last summer. Fourth was Gary Roberts. Top 3-dans were Johnny Yen-Zen and Terry Chen. Steve Barrall won the 1-2 dan section, followed by Chung C. Wang.

cont'd on pg. 27

CHAMPIONSHIPS GALLERY (p. 8) (clockwise from the top): 1) NEMESIS plays a winning game; 2) A general view of the Westerns 3) Go at a tender age; 4) Eastern Champion Joong Ki Kim (r) moves toward victory by defeating former Eastern Champion Ron Snyder (l); 5) A study in concentration.

The 1985 WAC Championship Match

1ST GAME

B: Young Kwon

W: Charles Huh

Komi: 5½

Commentary by Young Kwon.

Up to B19 this is a normal opening.

B27 is questionable.

W34: Another idea is to play this at 39.

B39 at *a* is probably better. B could also play at *b*, *Wc*, *Bd*, capturing 2 stones, instead of 39.

W52: W could connect at 87, but he would like to leave the corner more open for further play.

Instead of B53, B can also consider playing at 60. W jumps out to 59, B pushes at 66 (W must

answer at 64), then attacks W's center group with *e* or *f*.

B53 helped W to solidify his group in the center with W54 and move outward with W56.

B57 is the losing move. It probably should be at 65. W might then slide to W70, after which B can play *e* to attack the W center group.

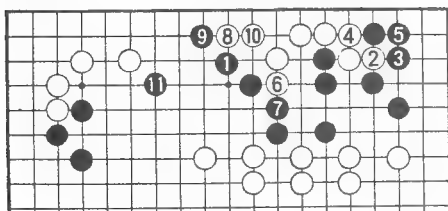


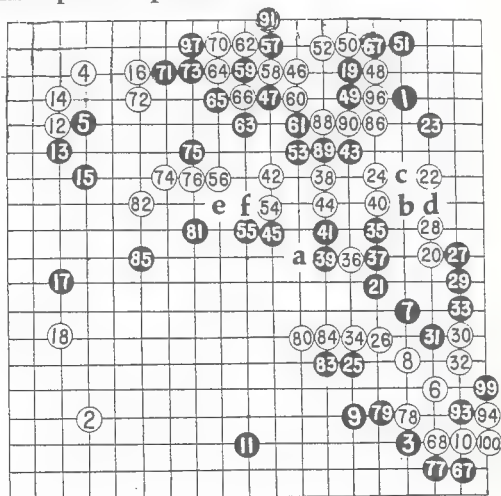
Diagram 1

B57 could also be at B1 in Diagram 1. W earns the right to live in the sequence up to W10, then B aims at the W group in the center. This evolves into a long game.

B played at 57 because he thought that W would cut at 66 immediately after the W58-B59 exchange. W60 was a good move, aiming at W86 which threatens to cut the two B groups apart.

After W60, the tables are turned, and W is chasing B. The game is now very difficult for B.

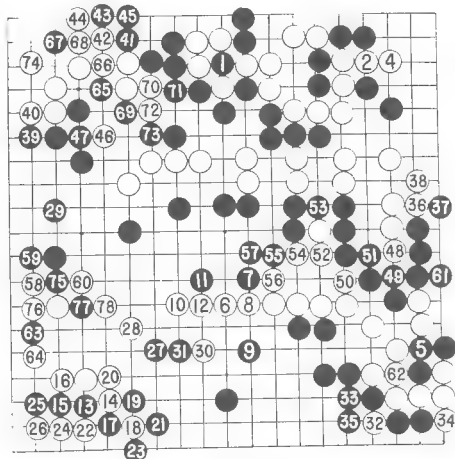
With W70, W becomes very



Game Record 1 (1-100)

69 @ 59 92 @ 66

95 @ 59 98 @ 66



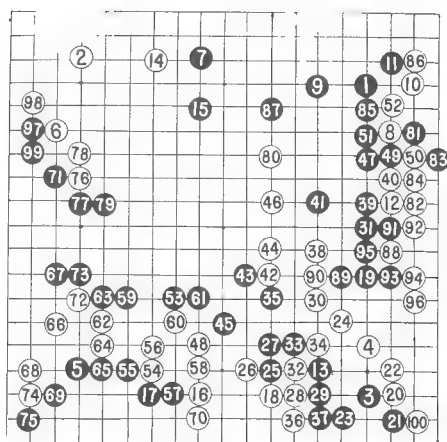
Game Record 2 (101-180)

103 fills ko below 101

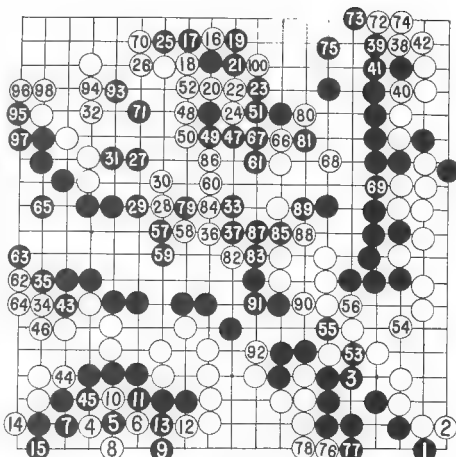
solid, and the game is almost over.

B resigns after W180.

2ND GAME: B: Charles Huh W: Young Kwon



Game Record 1 (1-100)



Game Record 2 (101-198)

199 at 105

Moves after 199 omitted. B wins by 21 points on the board.



Young Kwon (far left) contemplates his first game difficulties against Charlie Huh (right) as Tako Onishi takes the game record.

Three Ways to Kadoban by Roy Laird

Kadoban is a Japanese word used to refer to a system of determining the handicap between any two players. Here are three such systems:

1. In Japan, the most popular method is to change the handicap when either player has won three games in a row. This is a conservative, stable approach leading to infrequent changes. In fact, it is theoretically possible for two players to go on for years at the same handicap.

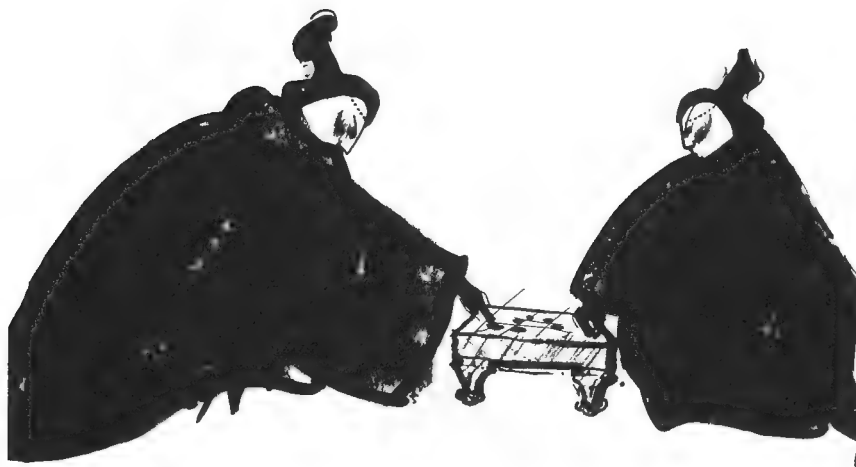
2. At the opposite extreme, some players agree between themselves to change the handicap with every game. Because go is one of the few games in which there are no draws, this system is practical. It can lead to some pretty wild play.

3. This middle-of-the-road approach has found some favor at the Brooklyn Go Group, where I do most of my playing. Under this system, a series of "best-of-five" matches leads to a slow but inexorable changing of the handicap. In other words, the first player to win three games - not necessarily in a row - gives his opponent another stone.

So here you have a slow, steady method, a "sudden death" method and a moderate approach. Pick the one that suits you and enjoy!

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NAKAYAMA NORIYUKI:

A Reminiscence

by Marvin Allen Wolfthal

NAKAYAMA NORIYUKI, pro 5 dan, is one of a very few Japanese professionals with a genuine enthusiasm for Western go. A warm and lively fellow who speaks fluent English, Mr. Nakayama has attended two European Go Congresses. He also toured the U.S. last year. The AGJ is pleased that Marvin Wolfthal, a 1 kyu and a virtuoso classical pianist and teacher, has taken time from preparation for his first solo concert since returning to New York to reminisce about his friend.

I first met Nakayama Noriyuki 5-dan in the summer of 1983, when I was living in Milan, Italy. He had been sent by the Nihon Ki-in and the Japan Foundation on an international teaching tour and as an official observer of the European Go Congress in Edinburgh. The tour included a ten-day visit to Italy, a generous amount of time if one compares the numbers and strength of the Italian players with those from France, Germany, the Netherlands, etc. But the sponsors felt that as a just-emerging member of the international go community, Italy had need of a special push.

As Secretary of the Milan Go Club and liaison with the IGF it fell upon me to organize the details of Mr. Nakayama's visit. In the photographs we received for publicity use our guest wore a rather austere expression and, a bit intimidated, I thought it wisest to arrange lodgings for him in a quiet hotel where he would find solitude and above all refuge from such unworthy pupils as us. But when Nakayama Sensei (i.e. "master" or "teacher")) finally arrived he was charming and gregarious, and the only austere thing about him turned out to be his severely limited travelling budget. So to the relief of all concerned (and with the enthusiastic consent of my wife, whom history will record as one of the true go saints), I immediately suggested that he stay with us.

I was of course excited, as any amateur would have been, at the prospect of spending ten days in close contact with a professional go player, and Mr. Nakayama's generosity in recognition of my hospitality was disproportionate; teaching games played daily at 8:30 AM - "morning lessons" Sensei called them. I would imagine that few amateurs have occasion to play serious games at that clear-headed time of day, except in tournaments (which never seem to get going before 11:00 anyway, with everyone exhausted from waiting around). It is well worth the effort, for while the games themselves were certainly a special treat, a deep impression was left just by the rigor and intensity of the routine itself, which provided a glimmer of understanding of the professional's attitude.

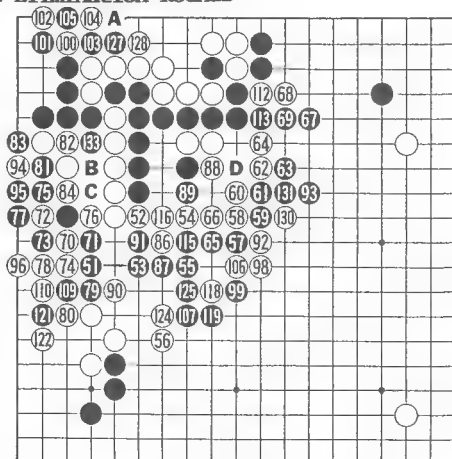
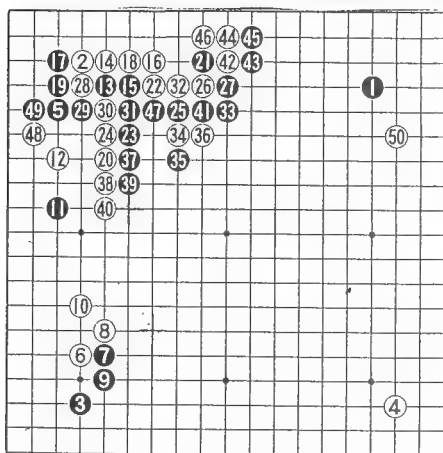
Nakayama is unusual among go professionals in that he came up through the amateur ranks. While the vast majority of his colleagues were child prodigies apprenticed to professionals teachers at an early age, Nakayama became interested in go only as a teenager. He expressed the view that very few professionals are good teachers for amateurs, because they are unable to recall how they themselves became so strong. Frankly speaking, I think one reason that Nakayama is an exceptional teacher is that he had the advantage of

learning a few things besides go before he became a professional. His father was a poet and a painter, and this artistic background may account for the fact that Nakayama (along with Kageyama, another ex-amateur) is one of the very few professionals who actually write the books which bear their names.

Some readers may be surprised to learn that virtually all the books "written" by prestigious tournament-winning players are in reality ghost-written by so-called "go writers". These fellows, often young professionals, consult with the masters on the content of the work and then produce it themselves, while the important name on the cover serves to stimulate sales. This practice has sometimes been criticized as improper, yet it is undeniable that the leading players have neither the time, the inclination, nor often the ability to write lengthy treatises. This is unfortunate because, apart from any questions of moral impropriety, the texts thus produced are sometimes merely routine. Nakayama's books, on the contrary, bear the stamp of an original mind. The prestige he has acquired entitles him to recognition as "co-author"; even when the name in large print is a celebrity, everyone knows who really wrote the book. As strange as this custom may appear to the individualistic West, it is after all typical of cultures where the apprenticeship system provides the most significant part of an artist's training. For example, many fine paintings created during the Renaissance, though they bore the name of a great master, were in fact the work of his disciples.

Nakayama's ten-day round of simultaneous games, private lessons and sight-seeing ended on a promising note: I was about to return to New York, and he spoke of the possibility of making a visit to the United State in 1984. So it appeared that there was some hope of our meeting again in the not too distant future. Before leaving Italy, Sensei presented the Milanese players with a distinctive present: a chinro or full-board problem spelling out the words "Milan Go Club". This kind of problem is a specialty of Nakayama's, and he is one of the very few modern players able to compose them in virtually any form. (See p.20 for his recent present to the Manhattan Go Club.) One of his most famous problems was created for Valentine's Day and consists of a ladder which runs all round the board in the shape of a heart. Anyone familiar with this type of problem will be amused by the game presented in game records 1 and 2, a group-capturing exploit calling to mind one of Nakayama's chinro.

9th Tengen Title Elimination Rounds



Black : Nakayama Noriyuki 5D

White: Kojima Takeo 9D

W resigns after B133; if Wa then Bb,Wc,Bd.

85 at 72; 97 at 94; ko @
108, 111, 114, 117, 120, 123,
126, 129, 132



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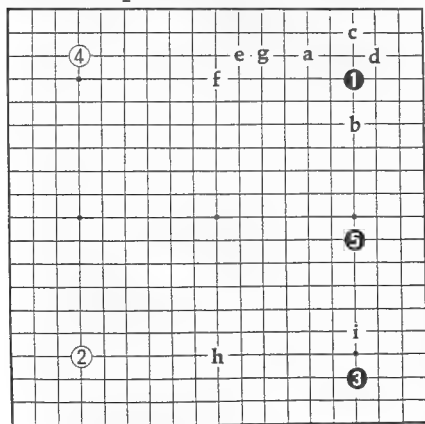
We arrived in New York in January of 1984 and by May were pretty well ensconced in our new home. In late June Terry Benson called to say that a Japanese professional was due to arrive in Washington, DC on a teaching tour of the US. He asked if I would help with the arrangements for his stay in New York. I was not surprised when the professional in question turned out to be Nakayama Sensei.

So on a hot July afternoon I went down to Pennsylvania Station to meet my guest as he stepped off the train from Baltimore. Some years ago a very old Japanese gentleman taught me how to deal with hot weather: iced green tea is the answer. Nakayama had his first experience with this seeming sacrilege during that oppressive July in Milan the year before and was instantly converted. He must have consumed gallons of it. When I brought out the pitcher this time, his expression told me that our reunion was complete.

I must admit that from a technical point of view, I expected this visit to be even more interesting than our meeting in Milan. The only dan-level player in Milan was an English friend of ours who was just passing through by chance at the time. In New York, Sensei would meet more challenging opponents, and I looked forward to hearing his comments. In particular, I wondered whether or not he would confirm a suspicion of mine, one that had been growing into a conviction in the few months since I had returned to the US. It seemed to me that American go players, even the stronger ones, were much weaker in fuseki than their European counterparts. Perhaps I was sensitive to this question because back in Milan we worked very hard on fuseki theory, trying to compensate for being the "weak sisters" of European go. (The 1983 Italian Champion, a 3-kyu, almost beat a 4-dan at the World Amateur Championship. He lost by trying to win a seki.)

After his second simultaneous exhibition at the Manhattan Go Club Nakayama said to me, "What's all this fighting about? Professionals don't fight unless they have to." He remarked that that American players often seem more interested in denying their opponent territory than in taking their own, while Europeans show a better overall balance. He thought this might be attributed to the Europeans' longer-standing relationship with Japanese professional go, and its great emphasis on fuseki theory.

Many of my lessons with Nakayama have developed into detailed examinations of particular fuseki patterns. More than once we have talked about the so-called "Chinese fuseki" (Bl-3-5 in diagram 1), which dominated professional tournaments some years ago.



Dia. 1

corner at san-san and W to stabilize his group. The other leaves the potential (aji) of a B invasion at g, but also leaves W a W counter-invasion at d. There is no point in provoking B into strengthening his corner and then leaving g open (that is, by playing Wf). Defending this weakness would require an additional move. It is clear that W should simply have played at e. Beyond this the choice of one or the other of the correct patterns depends partly on individual taste and partly on the position in the upper left corner. In either case W takes gote, after which B makes an extension on the lower side around h. B hopes to induce W to invade at i in order to attack him and take control of the game. This type of development illustrates the basic idea of the Chinese fuseki, that of seeing the whole board as one large joseki in which the extensions on the top and bottom sides are miai. It also gives a very good idea of what is meant by the "speeding up" of modern go, which is characterized by early large-scale development.

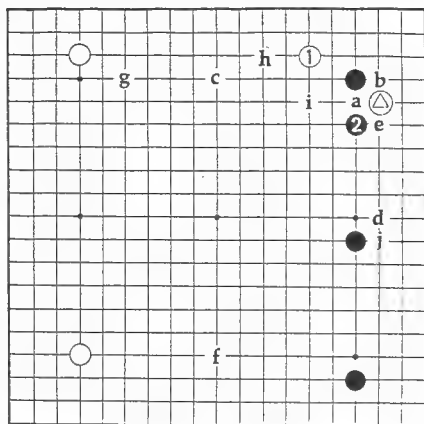
Kajiwara's counter to this fuseki is one of the more interesting ways to deal with an opening which undeniably exploits B's first-move advantage to the fullest. (He of course would claim dramatically that it is the "only" way.) At any rate, consider W's probe at Δ after W1B2 in diagram 2.

This move exemplifies the high-level strategy known as "yosu-miru", the idea being to force B to settle his shape before he is ready to do so.

W closes off B's aji while leaving hsi own options as flexible as possible. He will base his strategy on B's answer. How should B answer

? He can block at either a or b. Blocking at a represents a decision to develop outside strength. W frustrates this intention by playing at c,

I mention it here because while he was in New York, Sensei showed me a pattern which was new to me, one developed by Kajiwara, who is among the foremost modern fuseki theorists. Nakayama has collaborated with him on several books. The most orthodox continuation for W is to approach at a in diagram 2. After Bb, W can continue with WcBdWe, or he can simply play at f. Do my readers know the meaning of these two joseki? Nakayama pointed out that one sometimes sees Wa, Bb, WcBd, followed by Wf, which is nonsensical. The two joseki are in a sense mutually exclusive: the first allows B to close off the



Dia. 2

whereupon B is left with the problem of what to do about W_A, which is far from dead and can create annoying problems, especially if another W stone should appear later at d. At this stage of the game, however, stopping W with Be, although big, is not as important as making the extension to f on the lower side; giving both the upper and lower side extensions to W would make nonsense of B's fuseki. So B takes the lower extension and W is happy with the aji of Δ , which will facilitate the invasion of B's sphere of influence.

What about B's block at b, which aims at securing the corner? W answers at g. This appears to give a rather unbalanced shape since it leaves open the weakness at h. But if B invades here, W will jump to i, both attacking the invader and threatening to pull out W_A at a. Before invading, therefore, B must add another move in the corner. If W then moves out with i, his position is clearly the more efficient one. Nakayama noted that this strategy is only applicable to the so-called "high" Chinese fuseki. In the "low" version, where B's right side stone is on the third line at j, B's block at a would give him efficient shape, W_A's aji being virtually nil. In this latter fuseki pattern, one should consider the variants discussed earlier (cf. diagram 2). (See Ishi Press' Strategic Concepts of Go for a more detailed discussion of the delicate strategy of yosu-miru.)

Nakayama stayed in New York for about a week, during which time he gave several simultaneous exhibitions at the Manhattan go Club and another at the Nippon Club. Observing him, I was struck once again by the fact that playing a dozen games at once is only the tip of the iceberg; walking around the room 100 times or more is perhaps the worst part. Sensei stated openly however that even if there were not this element of fatigue, most professionals would be just as happy not to have to perform their circus acts, and that after a prolonged bout of them it is necessary to retrain and readapt to the conditions of normal play.

This comment led to a discussion of the fact that many professionals would like to see at least one tournament run without any time limits whatsoever. Nakayama feels that modern go cannot compare, for beauty and imagination, with that of centuries past, precisely because the players of the Edo period had at their disposal unlimited time for meditation. Asked to name his choice as the greatest player of all time, he replied without hesitation Dosaku (1645-1702).

Nakayama said, "Dosaku's problem was that he had nobody to play with on truly equal terms. If he were to come back to life today he would need a little time to adjust to playing with the clock, but I am certain that he would shortly dispose of even the best modern players like so many flies."

It would be futile to attempt to recount here all the fascinating conversations I have been privileged to have with Nakayama about the world of professional go. I would inevitably fail, in any case, to do justice to his unique blend of the serious with the playful. On the other hand, I knew I could leave the task to him personally and so I didn't try too hard. If you are interested in his anecdotes, stories and full-board problems, I enthusiastically recommend obtaining a copy of his book *The Treasure Chest Enigma*, which explores such matters as "Strange Laughter at Midnight", "Memories of Kitani", and "The Art of Resigning". You can order it from me (245 W. 107 St., NY 10025), or directly from Nakayama at 1295-2 Kita-aoyagi, Kuki-shi Saitama 346, Japan. For \$15 seaimail or \$17 airmail, you will receive a beautifully bound hardcover copy of this privately printed edition, with the author's personal dedication.

Nakayama at Edinburgh

by Andre Moussa

Translated by Jean-Claude Chetrit and Roy Laird
from the French Go Review

At the 1983 European Go Congress, Mr. Nakayama played many handicap games. Here is an interesting one taken from a simultaneous exhibition. Black, played by Alain Heaulme (1D), has a six-stone handicap.

This game originally appeared in the French Go Review #19. Mr. Moussa and Mr. Colmez are probably France's strongest players. Their comments are based on remarks made by professional players at the Congress.

B10 is probably a bit early. Moves like a or b, more related to the overall situation, are preferable. However, B builds a nice wall with 10-18 and cannot be criticized too harshly.

B20: B hopes for the sequence in Dia. 1. If W invades at sansan (3-3) blocking at 3 is ideal. After W10, B pushes with 11 and 13. (If B intends to play 11, he must first play 9 as shown rather than the solid connection to the right of 7). After 19, B has an ocean of territory and W is overconcentrated at the top (the stone in the middle is badly placed).

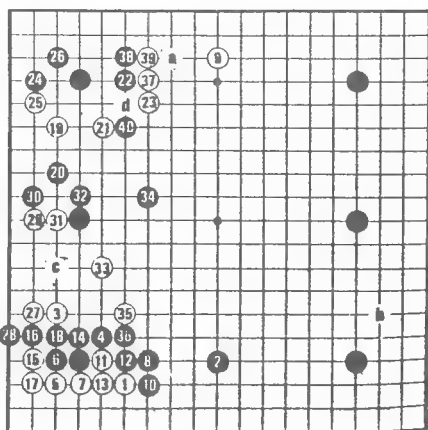
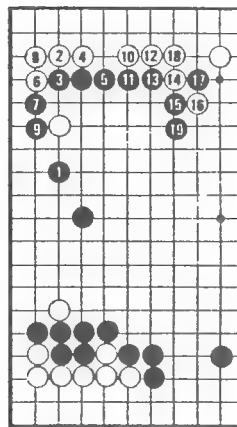
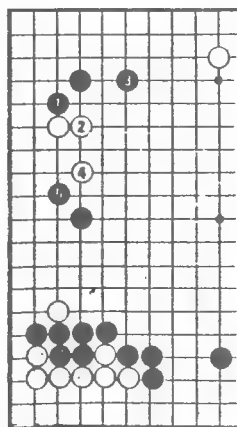


Figure 1 (1 - 40)



Dia. 1

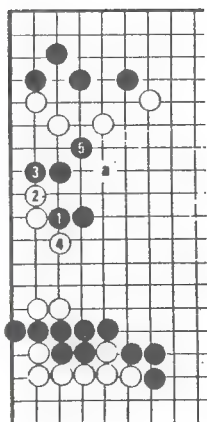


Dia. 2

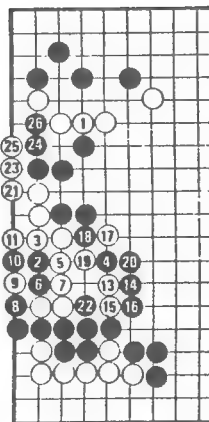
W21 in Fig. 1 ruins B's plan and leaves him wishing he had played the standard kosumi-tsuke of 20.

W23 is a bit thin and B could probably respond with a powerful cut. 24 is a bit timid, 26 even more so. 26 should be at a if B chooses not to wedge in between 21 and 23.

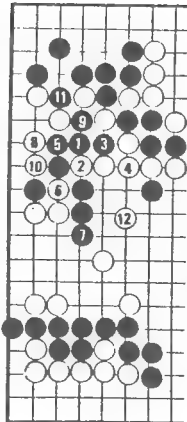
Seeing B's fear, W devastates B's territory with 27 and 29, perhaps a bit too soon. B30 is no good and should be at 31 (see dia. 3).



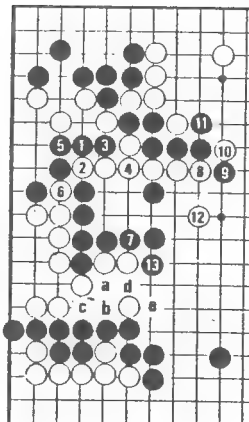
Dia. 3



Dia. 4 12 en 9



Dia. 5



Dia. 6

Dia 3: After 5 or a, W has many problems. If he connects...

Dia 4: Despite desperate maneuvering he is dead after B4.

B34 is slack and should be at c.

B40 is good style, but pushing through at d and cutting is better.

The sequence to 53 is forced. The question is, what if B plays a double peep at a?

Dia 5: If B wants to resist,

the fight does not favor him after 12. B must play 7 at 12, but then W7 is quite unpleasant. Therefore the peep does not work right away.

B54,56,58 are negative. 54 should be at 57. After 61, it is possible to play a (see dia. 6).

Dia 6: After 13 the fight is very difficult for W. Note that B can reinforce his group with a-e. Therefore White should exchange b for c in Fig. 2 before playing 61.

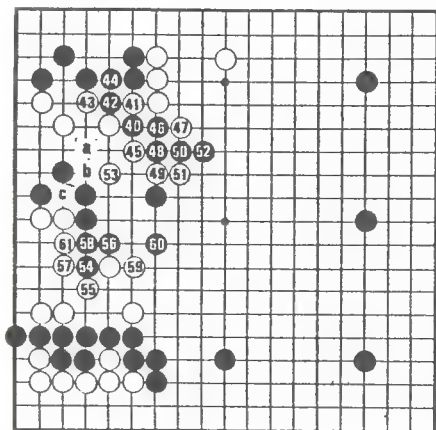


Figure 2 (40 - 61)

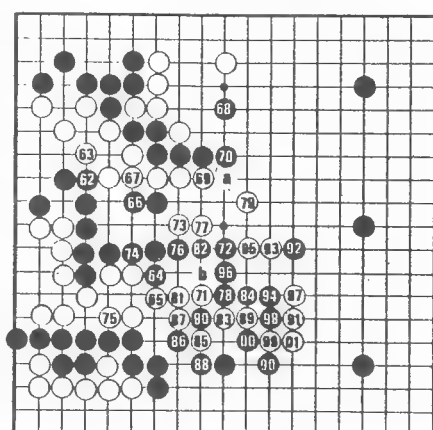
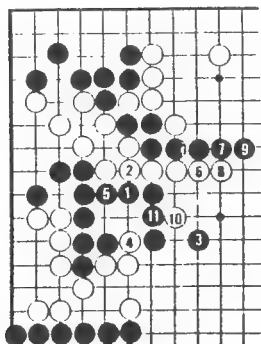


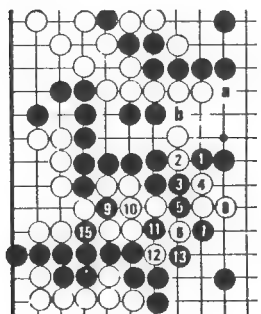
Figure 3 (61 - 101)

Fig 3: The 62-63 exchange is very bad for B. B64 makes 74 sente, but seeing how it does somewhat the

same work as 66, it would be better to simply play at 82 (after the 66-67 exchange).



Dia. 7



Dia. 8 14 en 11

B92 in Fig. 3 is a bad move like B72; the proper move is 93. However, trying to exploit the situation right away with 93 is probably an overplay by W. The sequence to 101 is correct.

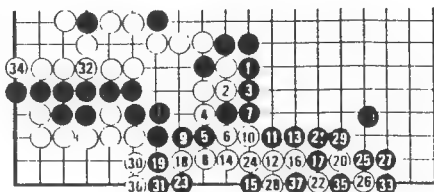
Dia 7: After 11, W is in a difficult position. With 68, B abandons the fight, but he should have played the kosumi at **a**. Likewise, B72 should be at 82.

Dia 8: W cannot hope to cut with 2 and 4, even after escaping with difficulty at **a**, because Black can stop white even without the weakness at **b**.

B82 is poor. B would do much better to play at **b** and force the White group on the middle left to live barely.

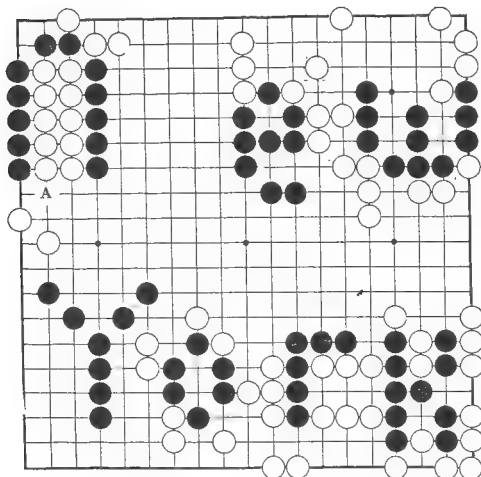
B86 is also poor and should be at 89.

Dia 9: After 5, W cuts at 6 and tries for a semeai, but the result is a yose-ko that favors B. (If W does not play at 28, B plays there and wins the race by one move.)



Dia. 9

cont-d on next page...



EAST COAST CHINRO

Here are two questions to ponder as you study this full-board ladder problem, composed by Nakayama Noriyuki last summer during his visit to the United States:

1. Can Black get a ladder at A?
2. What East Coast city was Nakayama visiting when he composed this puzzle?

Answer appears on p. 24.

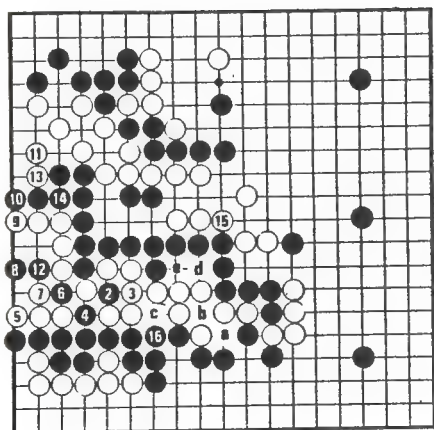


Figure 4 (102 - 116)

30 is very aggressive compared to 22 and 24 and is probably an overplay. 30 would be better at 38. The following sequence is forced to 53, which W could also play at a.

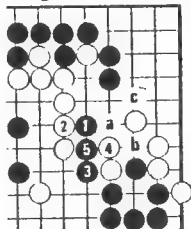
B60 is bad and should be at b or c.

W61 is W's last chance. Since Black has 80 points, White must kill the entire right side.

B62-70 is correct but 72 is horrible. The natural move at 80 is correct. B84 misses a good chance.

Diag 10: If B plays 1, W cannot do anything. The connection at 2 allows B to get out easily with 3-5. If W plays 2 at 5, then B4, W3, Ba, Wb, Bc, W takes the ko, B2, W connects the ko. B has captured 7 points, closed his corner and is now ahead by a good ten points. If W plays 2 at 3, B2 leads to approximately the same result.

After 89, the result depends on a ko, which W wins easily, thanks to his numerous threats on the left side (about 12) and thanks to B who on move 238 gives up his group without any compensation, losing by 7 points.



Dia. 10

Fig 4: This entire sequence is forced and after 16, we can count liberties. After the BaWb, BcW6 and BdW2 exchanges, W has one liberty in common at e and 6 for his eye (8 for the eye at 5 minus 2), against eight external liberties for B. (The liberty at e doesn't count because W has a big eye and B can do no better than a little one.) B has 8 liberties to 7 for W. So white loses by one move, which is surprising: typically, White tends to win these kinds of fights by one move!

Fig 5: B, flushed with success, proceeds to play too carefully. 18 is a good move, but 20 should be at 24 and if B plays 20 as in the figure, he need not play at 21. (22 should be at 27.)

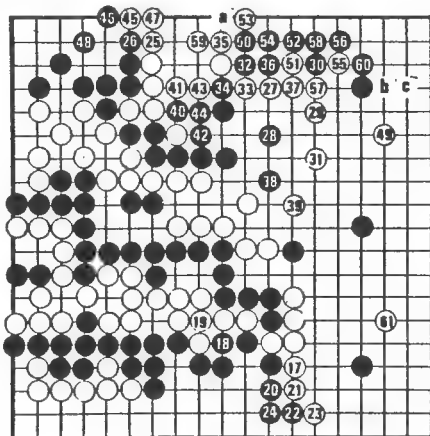


Figure 5 (117 - 161)

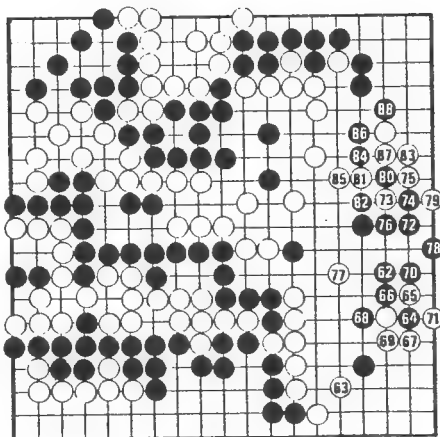


Figure 6 (162 - 189) 89 ko

THE 1984 EUROPEAN GO CONGRESS

by Dave Weimar

Go is thriving in Europe. Strong national associations provide a framework for frequent and well-advertised tournaments that attract players for international competition. The major international event, however, is the annual European Go Congress, a two-week gathering sponsored by the European Go Federation. The 28th EGC was held in Porrentruy, Switzerland from July 21 to August, 1984.

The main event of the Congress is a nine-round tournament, drawn according to the McMahon system, to determine the European & European Open champions. This year there were over 140 participants. The open titles went to Tay You Hong (6-dan, Korea) who finished 9-0 and Jong-Su Yoo (6-dan, Korea) who finished 8-1. Four Europeans finished the nine rounds at 6-3: Pierre Colmez (4-dan, France), Matthew McFayden (6-dan, Great Britain), Robert Rehm (5-dan, the Netherlands) and Egbert Rittner (5-dan, West Germany). McFayden finished first and Colmez second after an exciting two-round knockout tournament among the four. The final game between McFayden and Colmez was transmitted by closed-circuit TV to a lecture room where comments were provided by Mutsumi Hagiwara (pro 4-dan, Japan).

Two Americans played in the main tournament: Haskell Small (1-kyu, Washington) and the author (1-dan, Rochester). We found the European players, particularly the Dutch and French, to be stronger than American and European players of the same rank. The difference probably results from the national ranking committees in Europe which strictly control promotion to shodan and above.

A five-round weekend tournament drew over 170 participants. Four players finished with perfect records: Jung Su Yoo (see above), who was the upper division champion, Laurent Heiser (1-dan, Luxembourg), Sam Perlo-Freeman (6-kyu, Great Britain) and Herebert Grossman (9-kyu, West Germany). Ron Snyder (6-dan, New York) finished 2-3. Score in the weekend tournament was computed according to Mr. Ing Chang-ki's rules (see last issue, AGJ 18:4, p. 20).

A handicap tournament with self-selected opponents was held over the two-week period. Rengo, blitz and 13x13 tournaments were also held. An Asia-Europe friendship tournament took place, matching strong European players against mixed teams of professional and Japanese amateurs.

Four professional players made themselves available for commentary and simultaneous games throughout the two-week Congress: Mutsumi Hagiwara (pro 4-dan, Japan), Igang Hwa (pro 8-dan, People's Republic of China), Haksoo Kim (4-dan, Korea) and Runang Wang (8-dan, P.R.C.). Translations were provided with enthusiasm and good humor by Tamotsu Takase, Honorary President of the Swiss Go Fédération, and Chun Shan Shen, director of the Ing Chang-ki We'i Chi Educational Foundation in Taipei, Taiwan R.O.C. Every afternoon players would present their games for comment by the professionals. Mr. Hwa also offered philosophical advice about the value of the "middle way" in go, as in life.

The Congress was treated to an exciting Rengo match between mixed

amateur/profesional representing China and Korea. Kim(pro), Hong and Yoo(amateurs), took black with a reverse komi against Hwa, Wang(pro) and Shen (amateur). Mr. Hagiwara provided running commentary on the game, which was won by the Korean team.

The Congress provided an excellent opportunity to make friends with go players from all over Europe. Players ranged from an 84-year-old Swiss 9-kyu to a 12-year-old 5-kyu Dutch girl who had to forfeit a game in the weekend tournament because it was held after her bedtime. Aside from the tournaments and friendly games, attendees participated in ping-pong, swimming, basketball and sightseeing. Porrentruy itself is a picturesque city that provided an enchanting site to explore the mysteries of go. The Congress organizers, Marcel Schweitzer, Secretary, and Alan Held, President, Swiss Go Federation, did an excellent job.

The 1985 Eureopean Go Congress will be held in the Netherlands, and next year, Americans will have the opportunity to participate in the first US Go Congress, to be held at Western Maryland College near Baltimore from August 10 to August 18. Several European players will be there - will you? This is your only chance to be there for the very first one! For reservations and information contact Haskell Small, 3220 44th St NW, Washinfon DC 20016. Telephone (202) 244-4764.



Clockwise from top right: Mr. Hwa illustrates the "middle way" in a simultaneous exhibition; Mr. Takasi translates Mr. Hwa's commentary on one of Ron Snyder's games; Mr. Golet of France ponders his move in a distinguished manner; Haskell Small takes a break from his research in preparation for the 1985 US Go Congress to play against Mr. Takasi.

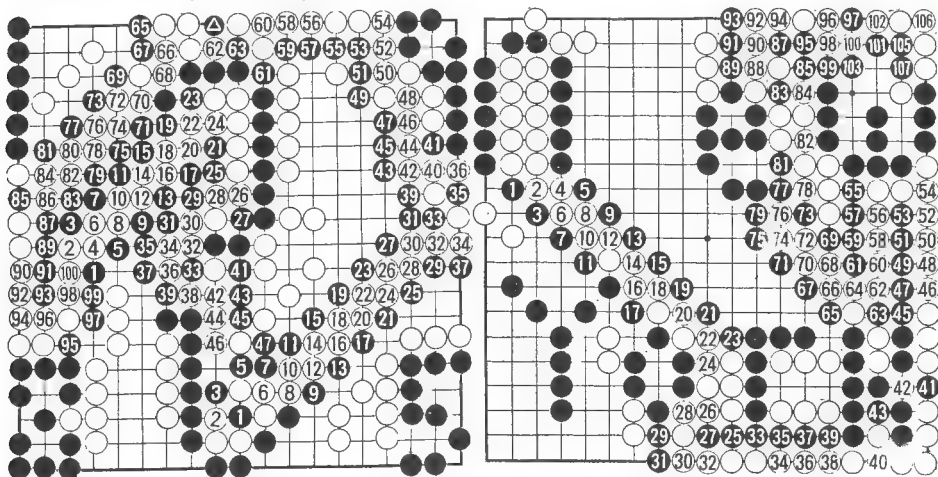
Answers to Nakayama Problems

This teaser appeared on a New Year's Card the AGA received from Nakayama. Since the AGA's diagramming equipment only has numbers to 120, we were forced to complete this solution by switching back to 1 for 101. This should not confuse the reader, as all moves occur in close proximity to one another.

After W connects at 1, the sequence is forced until the throw-in at 35. B forces W 64 at Δ , then throws in again at 85. By the time B sacrifices 133 (shown as 33 near the center), he is in position to drive W down, finally catching him at 47.

Here we have Nakayama's gift to the Big Apple during his recent visit. B and W sprint across the board, then along the lower edge. W's group absorbs more and more stones as he turns for a desperate run to the upper left corner. But B's sacrifices at 73, 83 and 97 keep the pressure on W, and B finally captures him by making an empty triangle at 107.

Well...every proverb turns out to have exceptions.



4@1 88@85
38@31 140@133
64@

44@41 86@83
80@73 104@97

Go~ing on Fifty

1985 is the Fiftieth Anniversary of the founding of the American Go Association, and we are planning a special issue of the Journal to note this. If you have photos, artwork, reminiscences, translations, computer articles - in fact, anything pertaining to go: past, present and future - please send to Peter Shotwell, 89 Bleecker St. #5D, New York, NY 10012. All material will be returned, by insured post if so desired.

Another unique dimension to this program is the NEMESIS upgrading policy. If you buy the 20K version (\$75), you will be entitled to purchase updates for \$30 each. However, if you wait for the stronger version you will pay more. The 15K (projected for release in the near future) will sell for \$120, \$175 for the 10K and \$250 for the 5K as they become available.

Bruce has a lot of confidence in his program, and justifiably so. While testing it for this article, I inadvertently unplugged my PC from the wall, causing the program to "crash" a while later. A message on the screen immediately told me "I've saved your game." Then the screen went blank. A few seconds it announced "Ooops...I'm feeling sick." NEMESIS then informed that that I could send a record of the "crashed" game to Bruce and collect a reward.

As a go-playing program, NEMESIS is a remarkable achievement. Those of you familiar with computer research may know that the attempt to create such a program has generated some of the most interesting and challenging work in the artificial-intelligence field. Chess, backgammon and similar games were computerized long ago, using "decision trees". However, the number of possible variations in a go game are practically infinite. The theoretically possible number of completed games alone is larger than the number of atoms in the entire known universe, and each game contains well over 200 moves most of which could be at a dozen or more locations. So a different approach had to be found. Bruce has described his approach in the INSTANT GO and COMPUTER GO series which appeared in the AGJ from 1977-1980.

NEMESIS is no ordinary program, it is the creme de la creme of programs, loaded with great features useful to beginner and expert alike. In my opinion, any player or potential player with access to an IBM PC should consider it as an addition to the software library. Within the foreseeable future, it should also be available for the Apple Macintosh. Those working in the education field might take a special interest in having their institution acquire NEMESIS. Go has the potential to grow to a level of popularity at least equalling chess in the US, but the general population as a whole has to be given access to the game. NEMESIS is a promising step in this direction.

To purchase NEMESIS:THE GO MASTER, write to NEMESIS c/o Bruce Wilcox, 34 Oak St., Lexington MA. Special thanks to Owen Smith for making NEMESIS available for testing.

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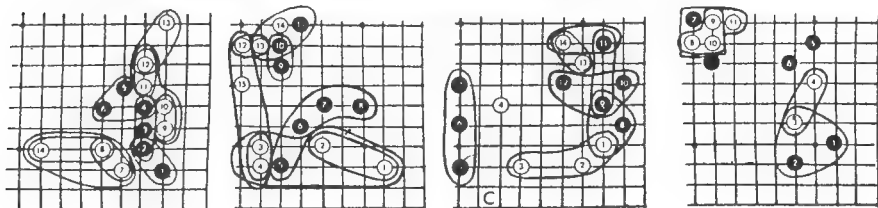
of go players. The pauses did not clearly delineate the chunks. These 'chunks' were not independent units, and this is a key feature of the game - one stone will form part of several meaningful patterns which overlap. Incidentally, this is how Walter (Rietman) developed the go program - one stone forms a keystone for later developments and figures in a number of patterns having different levels of meaning.

"As a psychologist, knowing that I couldn't find the patterns from the pause behavior, I wanted to find out some other behavior that told me as an independent observer what the individual units were. After pouring over the data, I realized Jim was very systematic in the order in which he would put his stones down on the board when he was copying a static pattern. He did not, however, put them down in the order they were played. From this seed of an idea I developed a whole mathematical procedure which would tell from anyone's behavior what their 'chunk' structure is - that is, from the order in which they recall things. Then we wondered if there was a correlation between pauses and these 'chunk' structures. It turned out that there was a good relationship. There was a pause when you left one 'chunk' and entered another; there was an even longer pause when the 'chunk' you left was nestled within another at a different level.

"By this time, Jim had left for Japan and we didn't go back to re-examine the videotapes of our go experiments, but the results in other domains are published. There are about 40-50 hours of videotapes. The problem with videotapes is that you have to count each frame to measure pauses. We were working on building a special go board that would measure pause-times but it was never finished. If anyone would like to examine this material they are welcome to it. I also had an idea for a book to teach go which would involve drawing circles around the relevant 'chunk'-patterns in a given position but I didn't follow this through. One of the reasons I didn't go further with these go-projects is that I don't play the game and I was more interested the general problems of the learning process."

After these studies, Mrs. Olson worked at Bell Labs in systems analysis and now teaches in the Business School. She works in the field of human-computer interaction, applying principles of cognitive psychology to the design of software tools. The methods she developed in these studies are now being applied to building databases that better resemble the structure of the mind.

Byte-sized "Chunks" - examples of the pattern memory of James Kerwin



WESTERNS cont'd from pg. 9

Between rounds, participants had a chance to peruse a go set devised by Sidney Plotnick, for use by blind and visually impaired players. Those desiring further information on this idea can contact him through the Go-For-Yu Club in Los Angeles. In addition Jimmy Cha, a popular figure on the West Coast who is rated 4-dan professional in his native Korea, attended and commented on some games. He also played some simultaneous games on Saturday evening.

EASTERNS cont'd from pg. 9

a native of Canton who has been near the top in last few years, fell to Kim. Kim, Lee, Snyder and Matsuda, tied at 4-1, faced each other in sixth round showdown matches, and Kim was finally declared champion on the basis of SOS (sum of opponents' scores).

Going into the sixth round, the only other high-ranking dan player to have lost less than two games was Rutgers mathematics professor Harry Gonsior, who was the clear victor in the 4-5 dan section. Yas Nankawa of Primeline International, who has often won the 3-dan section, did so again this year. And two rising new stars emerged as winners in the 2- and 1-dan sections, respectively: Warren Litt of Baltimore and Joel Elfman of New York.

A visitor from France, Bruno Moreau, 1 kyu, demonstrated the toughness of European rankings by not only winning all of his games but defeating two 2-dans in his final two rounds. The 2- and 4-kyu sections were won by players from New York's Chinatown Wei-Ch'i Club, Chung-Tung Tam and Xi Yun Peng, Zhi Li Peng's father. Eva Casey, a tough battler from Boston, beat the elder Mr. Peng but lost two other games. In the 3-kyu section R.N. Campbell, Sam Zimmerman, Martin Soveroski, Owen Smith and Roy Laird all had 4-2 records, but the first three had identical SOS scores and so won the section in a three-way tie. Other winners were Harold Lloyd, 5-kyu; Philadelphia organizer Phil Straus, 6-kyu; Roger Falconer, 7-kyu; Arnold Eudell, 8-kyu; and Lee Ohlinger, 9-kyu. The 10-, 11- and 12-kyu sections were all won by Clevelanders: Duane Burns, Cliff Joslyn and Terry McIntyre, respectively. Bob Barber, Peter Kurtz, Michael Jessing and Robert Snell also won honors in lower-kyu sections.

One of this tournament's high points was watching NEMESIS display its solid 20-kyu skills, playing everyone from 6-dan to 20-kyu with equal composure despite a crowd of onlookers that would have unnerved any normal player. The youngest competitor in AGA history, NEMESIS was also the entrant who made the combined U.S. Championship the largest ever, topping last year's 226 players by one. TELE-TSUKU, Terry McIntyre's inter-city project, was not fully operational but some interesting possibilities began to emerge as groups of players formed spontaneously at each terminal to discuss the game being played.

There was one unsung hero at the tournament - Terry Benson's "Grid Warrior", (his Apple IIe and its McMahon Pairing program) - slayer of the mighty and exalter of the lowly, which doggedly sliced its way through chaos and confusion to produce equality and justice for all in the pairings. There was some delay at the start because of the record number of contestants, but the program has been improved to reduce the problem next year, when the Eastern Championship will be held during the FIRST US GO CONGRESS in Westminster, Maryland. The Congress promises to be an extremely exciting event, but it is hard to imagine a tournament with a more delightful setting, closer competition, or more interesting features than the successful '84 Easterns.

Keshi and Uchikomi

Based on writings by Kaoru Iwamoto, 9-dan
 Translation by T Ogoshi English preparation by Roger A Newlander
 Edited by Don Wiener

PART II--INVASION

TYPE I

The essential point to consider when intending an invasion is that one must not enter an area only to help the opponent consolidate an even larger area. Diagram A is an example where there is room for an invasion into the B

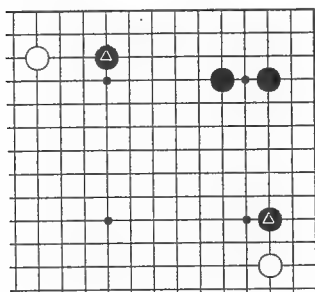
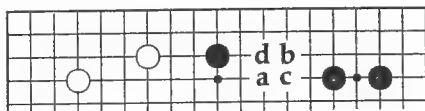


Diagram A

DIAGRAM 1: What about an invasion into this formation at W1? B might easily answer this by playing at 2 and then cutting off W3 with B4. This would also occur if the order had been W3, B4, W1, B2.

DIAGRAM 2: If W invades at 1 here, B can answer by playing 2. This is seen quite often in actual play. This will lead to W3, B4 and a general advance toward the center. B has secured the corner as a base of operations. He also has the valuable play at a to aim at. Therefore, this line of play is not disadvantageous to B.

DIAGRAM 3: Against W1 B has the simple reply at



TYPE I

area on either the right or the upper side. An invasion into either of these areas may enhance B's outside influence, consolidate the other side and also threaten the invading forces. These considerations are even more important when the area is further fortified by extensions from both wings (BΔ). In such cases one must not try an invasion but instead should use the methods of Keshi (erasure) already studied (AGJ 16:1-18:4).

In Type I, W wants to invade into B's formation. Let's consider the points a-d.

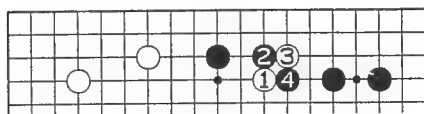


Diagram 1

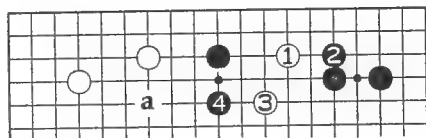


Diagram 2

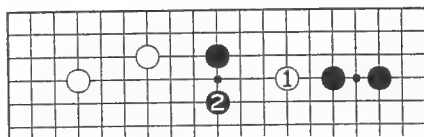


Diagram 3

2. W1 has little effect against the corner and is rootless by itself. It lacks power and therefore does not deserve consideration.

DIAGRAMS 4 & 5: The remaining point to consider is W1 in Diagram 4. The jump to B2 is a common reply. This point is suitable in answer to W1 when B does not wish to try to surround the invaders. (When B attempts to surround W, the usual result is to give security to the W group in return for outward influence. We will discuss this later.)

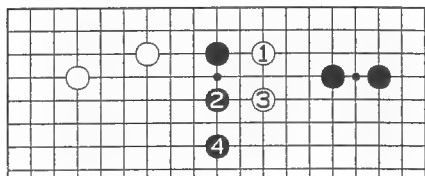


Diagram 4

Instead of W3, W could jump toward the corner, but not far enough to menace B's base. If W does play into the corner, he will be lucky if he does not find his stones a burden later.

After W3, B might turn as shown in Diagram 5 with good results, but Diagram 4 is

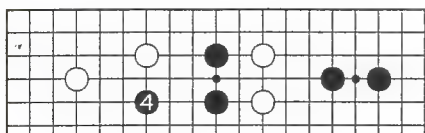


Diagram 5

also a strong line of play, aiming toward future fighting.

DIAGRAM 6: Another method for B is to play B2 of Diagram 6, forcing W to answer and continuing to put pressure on the W formation. A tactic that has been used for many years, it gives W no relief. W's best response is a knight's move to W3.

This reply is flexible and generally acceptable. An alterna-

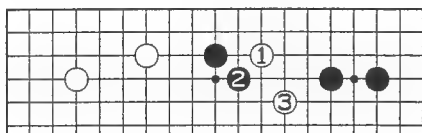


Diagram 6

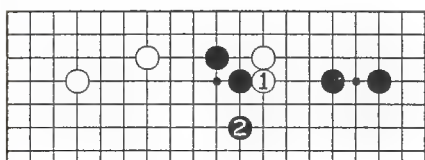


Diagram B

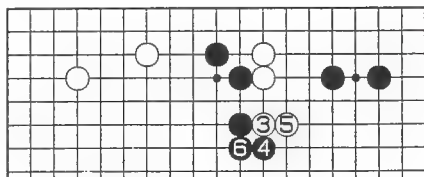


Diagram C

tive for W3 is shown in Diagram B. B2 will make W a little uncomfortable. The continuation then might be that of Diagram C. Whatever W does in the ensuing play, he cannot help being pressed in, while B develops considerable outward influence. The little gain he has made by disturbing B's area of influence is offset by the fresh trouble that he has created for himself.

DIAGRAM 7: After W3 of Diagram 6, B could play 4. This would force W5 and then B simply jumps out to 6. W's answer at 7 accomplishes very little. The W stones lack a base thanks to B4, and at the same time W has not seriously disturbed B's area of influence. Notice the importance of the key play, B4. If B simply plays 1 of Diagram D, W will occupy this point with W2, giving his formation some shape. Thus bear in mind that this is the most important point for both attack and defense. The difference between Diagram 7 and Diagram D is very important to understand.

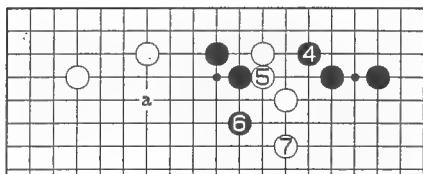


Diagram 7

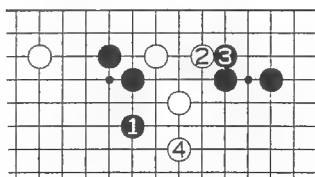


Diagram D

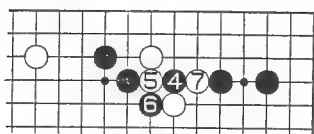


Diagram 8

DIAGRAMS 8, 9, & 10: B might attack even more strongly than in Diagram 7 by playing B4 in Diagram 8. After W5, B stops W at 6. W7 follows, after which B hems W in with B8 & 10 in Diagram 9. Play might then continue as shown

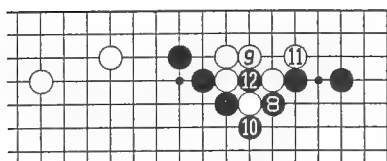


Diagram 9

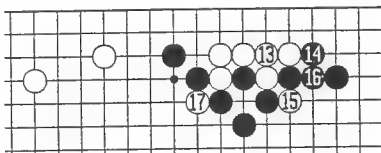


Diagram 10

through Diagram 10. After W's cut at 17, B must solidify his formation.

DIAGRAM 11: B must play 18, after which W would gain living space with W19-25. W has accomplished his mission in this invasion, but B has also accomplished something by enveloping W and can create considerable influence on the outside by supplementing the position with a stone around a.

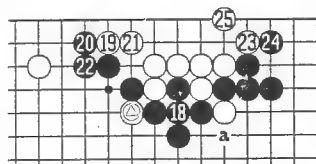


Diagram 11

The only possible worry for B is a move by W against the 4 B stones including 20 & 22, but in this position it is doubtful that W can succeed by starting to move out to the left from W18 immediately. If this seems too much of a worry for B, he should select one of the earlier lines such as Diagram 4 or 5, instead of B4 of Diagram 8.

The reason for 17 of Diagram 10 can be seen in Diagram E (next page). If, instead of 17 of Diagram 10, W captures a B stone with W18, B would play B1 and later would not need a

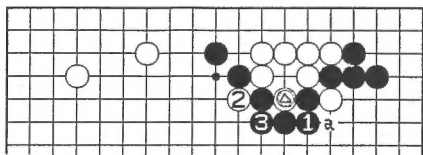


Diagram E

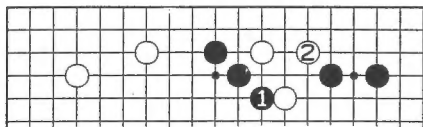


Diagram F

stone at a as in Diagram 11.

B1 in Diagram F instead of B4 of Diagram 8 is not recommended, as W will play at 2 with advantage. Thus, if B wishes to attack, the order of Diagram 8 should be used.

DIAGRAMS 12 & 13: Another possibility that is not obvious is to play W3 as in Diagram 12. The play may continue as in Diagram 13.

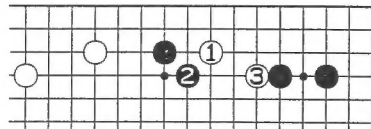


Diagram 12

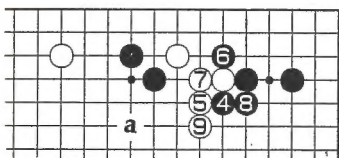


Diagram 13

W has accomplished an invasion, so this is a plan worthy of consideration for W; but B has consolidated

the corner by attacking W, so this position is not bad for B either. After W9, B would probably jump out to a.

Going back to B2 in Diagram B, if B instead plays 2 in Diagram G, the position can revert back to Diagram 8. This is not as good for B as Diagram B.

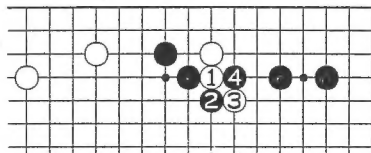


Diagram G

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MG-25	Magnetic GO & SHOJI set	36.00
MG-35	Jumbo Magnetic GO set for classroom instruction with stand	340.00

- * Above prices subject to change without notice. All prices F.O.B. San Diego, CA.
- * Introduce us to 5 or more GO players with address and club name and get 10% discount. Special discounts for GO clubs and stores. SHOJI and MAH JONG sets are also available. Please contact us.
- * Most items are readily available. Some items will require 4-6 weeks for delivery.

PLASTIC & GLASS STONES

Stock No.	Description	Price
SP-22	Plastic stones (6.6 mm thick) with Bowls	\$18.00
SP-32	Quality Plastic Stones (8.8 mm thick)	25.00
SG-34	High Quality Glass Stones (9.5 mm thick)	32.00

- SHIN-KAYA (or KATSURA) 6' Board, BY-60 or BT-60 (High Quality, 17.5 cm Thick)
- KIRI CUSTOM COVER, AC-23
- UKON CLOTH COVER
- CLAM SHELL STONES, YUKI SY-34 (9.5 mm Thick)
- 2 KARIN BOWLS, KR-35 (Large)
- KIRI CUSTOM CASE, AC-12

(REGULAR PRICE \$1,536.00)

SPECIAL DISCOUNT
\$900.00/SET PRICE



- KATSURA 3" BOARD, BT-30 (8.5 cm Thick)
- CLAM SHELL STONES, JITSUYO SJ-32 (8.8 mm Thick)
- 2 KURI BOWLS, KI-35 (LARGE)

(REGULAR PRICE \$433.00)

SPECIAL DISCOUNT
\$260.00/SET PRICE

- KATSURA 1' Table Board, BT-10 (2.5 cm Thick)
- HIGH QUALITY GLASS STONES, SG-34 (9.5 mm Thick)
- 2 PLASTIC BAWLS, KP-28

(REGULAR PRICE \$107.00)

SPECIAL DISCOUNT
\$65.00/SET PRICE

40% DISCOUNT

- CLAM SHELL STONES
TSUKI: ST 30 — 39
JITSUYO: SJ 35 — 39
- KEYAKI & KARIN BAWLS
LARGE & EXTRA LARGE

* FOLDING BOARDS

	REG.	DISC.		REG.	DISC.
AGATHIS 1.5 cm Thick	\$22.00	\$13.00	KATSURA 1.8 cm Thick	\$26.00	\$15.50
1.8 cm Thick	\$24.00	\$14.50	2.1 cm Thick	\$30.00	\$18.00
2.1 cm Thick	\$26.00	\$15.50			



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It captures part of our very essence—
graciousness.

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take particular notice. It is far more than the
mere filling of a cup. It is a subtle ceremony,
as delicate as a butterfly's wing and
performed just for you. The beauty of the
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the server. At Japan Air Lines serving you is
more than a job. **Serving you is our way.**



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